

CITY OF WYOMING PARKS AND RECREATION DEPARTMENT
2020 Adult Slow Pitch Softball Rules – Teams

Cancellation hotline: 616-530-3187

Schedules & Standings:

www.wyomingmi.gov/About-Wyoming/City-Departments/Parks-and-Recreation/Recreation/Adult-Sports


COVID-19 Related Modifications

1. Players are permitted to wear masks.
2. Players should provide their own hand sanitizer to use at the field.
3. Teams are encouraged to maintain proper 6-feet social distancing measures as much as a game play permits, including team benches/dug-outs, and base coaches.
4. Pre-game and post-game handshakes/high-fives between teams are not permitted.
5. Players are asked not to put their hands to their mouth to wet their fingers.
6. Team managers and umpires should verbally confirm the final score at the end of the game instead of signing the scorecard.
7. A strike mat will be used for calling balls and strikes this year to allow for a minimum of 6-feet distancing between the batter, catcher and plate umpire.

Player Eligibility

1. Your team roster and waiver must be received by the Parks and Recreation Department by 5:00 pm on the next day **AFTER** your first game (Monday for Thursday and Friday teams).
2. Team rosters and player-add forms must be filled out completely and clearly before being accepted. Participant waivers must be signed by each player. Blank roster and player-add forms will be available at the field.
3. Team rosters and player-add forms may be faxed to the Parks and Recreation Department at 616-249-3400 or emailed to westratek@wyomingmi.gov.
4. Players may be added throughout the regular season.
5. Players must be 18 years of age to be eligible to play in the program **(55 or older in calendar year for Men's 55+ league)**.
6. Players can play on more than one team as long as they do not play on two teams in the same league.
7. Players are not permitted to switch to a different team in the same league once the season begins.
8. The Parks and Recreation Department recommends that pregnant players do not play for their own safety. If a pregnant player does wish to play, she must have written permission by her physician. This must be updated monthly. One copy must be on-file in the Parks and Recreation Department and another copy must be shown to the umpires prior to each game she plays.

Equipment

1. Uniforms:
 - Ball caps, helmets or visors are allowed but must be worn in a safe manner. Helmets may be worn by batters, base-runners, base-coaches and all field players.
 - All players must wear shoes. Shoes having metal cleats are not permitted.
 2. Bats:
 - For a bat to be legal in Wyoming Parks and Recreation league play, the bat:
 - must bear either the ASA approved 2000 certification mark, the ASA 2004 certification mark, or the 2013 certification mark as shown below and must not be listed on an ASA non approved list (<http://www.teamusa.org/usa-softball/play-asa-softball/certified-asa-softball-equipment>),
- 
- **AND** must be included on a list of approved bat models published by the ASA National Office
 - **OR**, in the sole opinion and discretion of the umpire, must have been manufactured prior to 2000 and if tested, would comply with USA Softball Bat Performance Standards. This includes wooden bats.
 - Any player found to have used an illegal bat prior to the first pitch to the next batter will be declared out.
 3. Balls – game balls will be provided by the Parks and Recreation Department.
 4. Casts, splints, and braces must be padded. Any of this equipment judged by the umpire to be dangerous is illegal.
 5. Any item deemed to be dangerous by the umpire will not be allowed on the playing field.

Time-Limits and Regulation Games

1. No new inning will start after **60 minutes**. All games will be considered regulation once the time limit has been reached regardless of the number of innings completed. This applies to the last game as well.
2. A game is considered a regulation game if 5 innings (or 4 ½ innings if the home team is ahead) have been completed.
3. Every attempt will be made to complete games that are postponed by weather that are not considered regulation and shall be resumed at the point of postponement.
4. The *Tiebreaker Rule* will be enforced if a game is tied after 7 complete innings or when the time limit has been reached, whichever comes first. The offensive team shall begin its turn at bat with the player who is scheduled to bat last in the respective half inning being placed on second base and no outs (e.g., if the number five batter is the leadoff batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner).
 - If the game is still tied after the extra inning,
 - i. Regular Season – the game will be declared as a tie game.
 - ii. Tournament – the game will continue until a winner is determined.

Mercy Rule & Run Limit

1. A game will be called if a team is leading by at least 20 runs after three innings, 15 runs after four innings, or 10 runs after five or six innings.
2. **Men's 55+ League**
 - Each half inning consists of 3 outs or a maximum of 5 runs, whichever occurs first. There is no run limit per half inning in any extra innings. Mercy rule will come into effect when one team is ahead by at least 16 runs after four innings, 11 runs after five innings, or 6 runs after six innings.

Line-up Options/Defensive Positioning/Substitutions

1. Unless otherwise noted by the team, it will be assumed that teams are using the "Rocket Rule" Line-up. The other line-up options are 10 Player and Extra Player Line-ups.
"Rocket Rule" Line-up:
 - All players present will be listed in the batting order and cannot be taken out of the batting order unless a player is injured, ejected from the game, or needs to leave due to an emergency or work-related situation.
 - Late arriving players must be placed at the bottom of the batting order.
 - Any 10 of the players may play defensively.
 - Free defensive substitutions are allowed, but all players must maintain the same position in the batting order throughout the game.
2. Special Coed Rules:
 - Coed Batting Order:
 - i. The batting order **MUST** alternate male-female.
 - ii. If you have an unequal number of males and females: a weave batting order must be used.
 - a. Example with 5 males and 4 females: M1- F1- M2- F2- M3- F3- M4- F4- M5- F1- M1- F2- M2.
 - Coed Defensive Positioning: 10 players must play in the field defensively, unless playing shorthanded. Teams may not play with more than a pitcher, a catcher, four infielders (may play in the outfield grass, but in front of the outfield line), or four outfielders. There is no male-female positioning requirement.
 - i. Traditional Coed Leagues: Teams must not field more than 5 men and 5 women on the field defensively.
 - ii. **Coed 6-4 Leagues: Teams may choose to play with 6 men and 4 women, 5 men and 5 women, or 4 men and 6 women defensively.**
 - If a male batter is walked, it is an automatic 2 base award. The next batter (female) must bat if there are less than 2 outs. If there are 2 outs, she then has her choice of walking or hitting. All base-runners advance only if forced and must touch all bases in proper order (ex. Male batter must touch first base before proceeding to second base).
 - Outfielders must remain behind the outfield line, 180 feet from home plate, until the ball is hit. If the defensive team violates this rule, the offensive team will have the following options:
 - i. *Option 1* – The batter will be awarded first base and additional base-runners will advance one base.
 - ii. *Option 2* – Take the result of the play.
 - **On a batted ball fielded by an outfielder, no player is permitted to attempt to throw out the batter when running to first-base from home plate. An attempt to do so will result in the play being declared dead and all runners will be awarded two bases (the award shall be governed by the position of the runners when the ball was fielded by the outfielder).**
 - i. **Batters are expected to make an honest effort to reach first base without delay. If the batter is judged by the umpire to be delaying game play, the team will receive a warning for a first infraction. Any subsequent delay tactics may result in the batter being called out. This is a judgement call.****This rule is for safety purposes.**

Shorthanded Rule

1. Teams are permitted to begin and end a game with a minimum of 6 players.
 - Coed teams must have at least 3 males and 3 females.
2. When a vacated position appears in the batting order, an automatic out will not be given. The vacant position will be skipped (coed teams must still maintain an every-other batting order, using the weave if necessary).
EXCEPTION: When a player who has been ejected is scheduled to bat, an out shall be declared for each turn at bat.
3. If a team falls below the minimum number of players at any time during a game, the game is over and declared a forfeit.
4. **Men's 55+ League**
 - If a team has fewer than 10 players available to play, they may request the opposing team provide a catcher for pitch retrieval purposes only. The catcher would not be expected to make any plays against his own team.

Forfeits

1. **GAME TIME is FORFEIT TIME.** Teams that do not have the minimum number of players ready to take the field at game time will lose the game by forfeit. Teams that forfeit more than one game during the course of the season may not be allowed to participate in the end-of-season tournament and/or dropped from the league.

Pitching

1. A pitched ball must have a perceptible arc of at least 6 feet from the ground while not exceeding 12 feet from the ground.
2. Pitchers will be permitted up to 5 warm-up pitches prior to the start of their defensive half of the first inning.
3. All new pitchers will be permitted up to 3 warm-up pitches when they enter the game, time permitting.
4. Pitchers must be in contact with the rubber when starting a pitching motion, or up to 5 feet behind the pitching rubber.

Batting

1. All batters will start their at bat with a 1 ball and 1 strike count.
2. A grace foul after 2 strikes will be allowed. A second foul ball following the second strike will result in the batter being called out with the ball dead unless the foul ball is a foul fly that is caught by a defensive player.

Courtesy Runner

1. Each team is permitted to use a courtesy runner once per inning in men's leagues and **one courtesy runner for each gender per inning in coed leagues.**
 - Any eligible player in the line-up including available substitutes may be used as a courtesy runner. A courtesy runner is officially in the game after a pitch, legal or illegal, or a play is made.
 - A courtesy runner whose turn at bat comes while on base will be called out. The courtesy runner will be removed from the base and take their turn at bat.
 - Coed – a male must run for a male and a female must run for a female.
2. **Men's 55+ League**
 - Teams are allowed an unlimited number of courtesy runners for players unable to run the bases due to injury only. Managers should declare to the plate umpire prior to the game any known player that needs a runner, or when an injury occurs once the game begins.
 - Courtesy runner will be the previous player in the batting order not on base himself.

Over-the-Fence Home Runs

1. 3 over-the-fence home runs are allowed per team per game. Each additional ball hit over the fence fair will be ruled an **OUT.**
2. **The team that hits an over-the-fence home run is responsible for retrieving the ball or supplying a good ball to replace it. This also applies to foul balls.**
3. On a fair batted ball hit over the fence for a home run or four base award, the batter and all runners are credited with a run. The batter and runners are not required to run the bases.

Double First Base

1. Whenever a play is being made on the batter-runner on the fair side of first base, the defense must use the white portion and the batter-runner the colored portion. **Note:** The batter-runner is out when there is a play being made at first base and the batter-runner only touches the white portion, providing the defense appeals prior to the batter-runner returning to first base or time called.
2. On extra base hits or balls hit to the outfield, when there is no play being made at first base, the batter-runner may touch the white or colored portion of the base. If the batter-runner returns to first base, the batter-runner may return to either the white or colored portion of the base.

3. On any force out attempt to the foul side of first base, the defense and the batter-runner can use either the white or colored portion of the base. **Note:** This includes overthrows.
4. When tagging up on a fly ball, the white or colored portion of the base may be used.

Collisions

1. Base runners must make every effort to avoid collisions with fielders. Anyone ruled to have intentionally collided with a fielder will be called out and may be ejected. This is a judgment call.
2. **Men's 55+ League**
 - **Run-By Option at 2nd & 3rd Base**
 - i. When a runner is advancing to 2nd or 3rd base, the play is a force-out. The runner may run directly to the base. Alternatively, the runner may "run-by" either side of the base without touching the base. If the runner reaches the base or passes the base before the fielder gets the ball and touches the base, the runner is safe. If the runner takes advantage of the Run-By option, he must return directly to the base and touch it before advancing to the next base. Any attempt to advance or decoy the fielder without touching the base puts the runner at risk of being put-out.
 - ii. When a runner legally starts to advance to the next base and attempts to return to the base he just left, there is no force play or run-by privilege at the base to which he is returning. The runner must be tagged by a fielder.
 - iii. A runner still may be tagged out between the bases.
 - **Home-Plate Collision Elimination Rule**
 - i. A runner approaching home plate must touch the second home plate in order to score; the runner will be called out if he touches the original home plate (ball remains live).
 - ii. Defensive players, with the ball in their possession, must touch the original home plate to record an out. If they tag the runner between the plate and the commitment line, the runner will be declared to have scored.
 - iii. A commitment line will be located about half-way between 3rd base and home plate. Once a runner crosses the commitment line, he may not return to 3rd base. If he does, he will be called out, and the ball is still live.
 - iv. If the runner interferes with the defensive player taking a throw at or touching the original home plate, the play is dead, the runner is called out, and all other runners must return to the last base touched.

Fake-Tag Rule

1. The fake tag is considered obstruction and the base runner will be awarded bases according to the situation. Any player using a fake tag faces possible ejection from the game. This is your warning.

Ejections

1. A player, manager or individual ejected from a game must leave the park. **Note:** An umpire has the right to forfeit a contest if a player, manager, individual or team does not comply with the rules and regulations regarding ejections.
2. When a player who has been ejected is scheduled to bat, an out shall be declared for each turn at bat.
3. **Any player, manager, or individual ejected from a game is automatically suspended for a minimum of one game** (the next scheduled game), even if that game is a tournament game. Any player, manager or individual on suspension cannot be in the team or bench area during his/her suspension.
4. Any player, manager or individual suspended for a second time in a season will risk suspension from the program. This suspension would include playoff and tournament games.
5. Any manager or player may request a hearing on a suspension that exceeds the one game automatic suspension. These requests must be in writing before consideration is given. In addition, the request must be made no later than seven days after the manager or player has been notified of the suspension.

Protests

1. Protests will be honored only on a rule infraction, not judgment calls. Managers must use the following procedure to make a formal protest:
 - Notify the home plate umpire you are protesting the game before the next pitch.
 - Follow Rule 9 in the Official Softball Rules of the Amateur Softball Association of America (ASA).
 - All protests must be in writing and turned into the Parks and Recreation Department no later than 5:00 pm the following work day.
 - All protests must be accompanied by a \$25 fee, which is paid at the Parks & Recreation office, not at the field.
 - If the protest is supported by the department the \$25 fee will be returned to the team and the appropriate action will be taken. If the protest is disallowed, the \$25 fee will be deposited into the Parks and Recreation Department Fund.

2. Illegal Player Protests:

- Must be made with the home plate umpire prior to the end of the game.
- The protested player(s) must print & sign their name on the official scorecard. The protesting team must file a formal written protest with the Parks and Recreation Department no later than 5:00 pm the following work day along with a \$25 protest fee. A ruling will then be made by the Recreation Programmer.
- Penalties for using an illegal player include:
 - i. The player and manager may be suspended or removed from the program.
 - ii. A win will be awarded to the opposing team.

Manager, Player and Spectator Behavior

1. Any player or coach punching, shoving, or otherwise fighting with an opponent will be placed on an indefinite suspension, lasting no less than half the season.
2. Profanity will not be tolerated. Anyone using profanity will be ejected from the game and will result in at least a one game suspension.
3. Any person physically or verbally abusing an umpire or any City of Wyoming employee will receive an indefinite suspension from the program.
4. Any individual determined to be under the influence of alcohol or drinking alcoholic beverages on the premises (park property) will be prohibited from participation and ejected from the game.

League Champions

1. The team with the best record in each league will win the regular season league championship. If there is a tie for first place the league champion will be determined in the following order (unless noted otherwise when you receive your schedule):
 - Win/Loss record against team(s) tied
 - If a team(s) forfeited a game during the season and the team(s) tied with did not, then the team(s) with the forfeit loses the tie-breaker.
 - Fewest runs allowed in games against team(s) tied
 - Run differential in games against team(s) tied
 - Total runs in games against team(s) tied
 - Fewest runs allowed during the season.
 - Run differential during the season.
 - Total runs during the season.
 - Win/Loss record against the team with the next best record, continuing down the standings until the tie is broken.
2. If there is a tie for any other place in the league, the same tiebreakers procedure as above will be used.

Postponed and Rescheduled Games

1. To find out if a game has been postponed, call 616-530-3187, or visit the Wyoming Parks and Recreation Facebook page after 4:30 pm.
2. If games are not postponed by 5:00 pm, teams and umpires are expected to report to the fields. Umpires will then make decisions based on weather and playing conditions.
3. During a severe thunderstorm watch or tornado watch, games will be played. If a severe thunderstorm warning or tornado warning is issued, or lightning is spotted, games will be postponed immediately.

Miscellaneous

1. Smoking, vaping, and any other use of TOBACCO products is prohibited by players and coaches during games.
2. **CITY OF WYOMING ORDINANCE: NO ALCOHOLIC BEVERAGES** may be consumed on any City of Wyoming owned property. Violators may be subject to a fine and a possible suspension from the program.
3. Any agreement made between team managers and umpires because the playing conditions or rules have been altered must be indicated on the scorecard in writing.
4. The Parks and Recreation Department reserves the right to make any decision that is for the best interest and safety of the program.
5. The Parks and Recreation Department does not provide scorekeepers. **Each team will be responsible for keeping their own scorebook and verifying with the umpires and opposing team the number of runs scored each half-inning.**

First Aid Procedures

1. If an injury is serious, contact the City of Wyoming Police Department (911). The injured person should not be moved.
2. Each team is responsible for administering basic first aid and providing first aid supplies if necessary for their team.
3. If the injury involves body fluids (*blood, pus, mucus, etc.*) please follow the **Bloodborne Pathogen Procedures**:
 - The game will be stopped by the umpires at the time a bodily fluid exposure is recognized. The game clock will also stop at the same time until the situation has been adequately addressed.
 - The player cannot return to the game until, in the umpire's judgment, the bodily fluid flow is stopped or sufficiently protected.
 - If a garment is soiled with a bodily fluid, the player cannot return to the game unless a clean (unsoiled with a bodily fluid) garment is used.
4. The injury should be recorded on a Parks and Recreation Department injury form.

CITY OF WYOMING PARKS AND RECREATION DEPARTMENT 2020 Adult Slow Pitch Softball Game Day Procedures – Teams

Pre-Game:

- Make all bats that might be used during the game available to the umpires so that they can check to see if they are USA Softball/ASA approved.

In-Game:

- Keep a scorebook for your own team.
- Confirm the score with the home plate umpire and your opponent after each half-inning.
- Announce any line-up changes you make immediately (ex. player arrives late or has to leave early).

Post-Game:

- Confirm the final score with umpires at the conclusion of the game.
- Clear out of the dugout area as quickly as possible so the next game can get started.

NOTE: The 2020 Official Softball Rules of USA Softball, and these rules, regulations and procedures shall govern play in the City of Wyoming Parks and Recreation Department Adult Slow Pitch Softball Program. In the event of a conflict in language between the published USA Softball rules and the Wyoming Parks and Recreation rules and regulations, the Wyoming Parks and Recreation version controls.

WYOMING PARKS AND RECREATION

1155 28th STREET SW, WYOMING, MI 49509 • PHONE 616-530-3164 • FAX 616-249-3400 • www.wyomingmi.gov